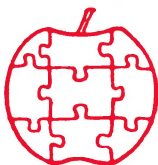


Apple

\$1.80



Assembly

Line

Volume 4 -- Issue 6

March, 1984

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For some time now we have been selling our S-C Word Processor, complete with all source code on disk. We hoped that some users would send us their improvements, and sure enough they have. Bob Gardner recently sent us a bunch, and that motivated me to go back over the package.

The disk now includes both II/IIPlus and //e versions. The //e version allows an 80-column preview (still only 40-column during edit mode). I added titles and page numbers, a single sheet mode, and more. Even with all the new features, the new object code is a little shorter than the old, leaving even more room for your own modifications and enhancements. I improved the internal documentation. The "manual-ette" is now 10 pages rather than 6. A small tutorial file helps you get started.

The price is still only \$50. Owners of the old version can get a new copy for only \$5.

Fast Garbage Collection.....Col. Paul Shetler, MD
Honolulu, Hawaii

When Applesoft programs manipulate strings, memory gradually fills up with little bits and pieces of old strings. Eventually this space needs to be recovered so the program can continue. The process of searching through all the still active strings, moving them back to the top of free memory, and making the remaining space available again is called "garbage collection".

Applesoft will automatically collect garbage when memory fills up. However, the garbage collector in the Applesoft ROMs is pitifully slow. Worse yet, the time to collect is proportional to the square of the number of strings in use. That is, if you have 100 active strings it will take four times as long to collect garbage as if you had only 50 active strings.

Cornelis Bongers, of Erasmus University in Rotterdam, Netherlands, published a brilliant Garbage Collector for Applesoft strings in Micro, August 1982. The speed of his program, when compared to the one residing in ROM, is incredible. And the time is directly proportional to the number of strings, rather than the square of the number of strings. The only problem with his program is that it belongs to the magazine that published it. Or worse yet, it is tied to a program called Ampersoft, marketed by Microsparc (publishers of Nibble magazine) for \$50. When I asked them about a license, they wanted big bucks.

So, I decided to write my own garbage collector, based on the ideas behind Cornelis Bongers' program. And then I further decided to make it available to all readers of Apple Assembly Line, where I myself have received so much help.

There are several catches. Normal Applesoft programs save all string data with the high-order bit of each byte zero (positive ASCII). Further, normal Applesoft programs never allow more than one string variable to point to the same exact memory copy of the string. The method of garbage collection my program uses (Bongers' method) DEPENDS on these constraints. If either is not true, LOOK OUT! Of course, if your Applesoft programs are normal, you need have no fear. Only if you are doing exotic things with your own machine language appendages to Applesoft might these constraints be violated.

The basic concept is fairly simple. Applesoft uses descriptors to point to the string in the string pool. The descriptor consists of three bytes -- the length, and the address of the characters in the string pool.

Strings build down from the top of memory (HIMEM) and the descriptors build up from the end of the program in the variable space. Since a new value assigned to a string is added to the bottom of the string pool, the pool is soon full of "garbage".

Applesoft frees the garbage one string at a time. This

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n-square method takes forever, when there are large string arrays. Bongers introduced the idea of marking active strings in the pool by setting the third byte in the string to a negative ASCII value, then storing the location of the descriptor in the first two bytes. The first two bytes of the string are saved safely in the address of field of the descriptor. The address previously in the address field will be changed anyway after all the strings are moved up in memory.

Another pass through the string pool moves all active strings as high in memory as they can go, retrieves the first two characters from storage in the descriptor, and points it to the new string location.

Since three bytes are used in the active strings, one and two character strings require different treatment. On the first pass through the variable space, the characters pointed to by the 'short' descriptors are stored in the length and, if len=2, the low address byte of the descriptor. The short descriptor is flagged with one or more "FF"'s, since no string can have an address greater than \$FF00.

If short strings are found on the first pass, a third pass returns them to the string pool and points the descriptors to their new location.

Short strings do slow collection a little, however, the number of passes is proportional to the number of strings, and not the number squared.

Bongers' program was driven by calls via the &-statement. Mine differs in that it invoked with the USR function. Although it is easily converted to an ampersand routine, I wrote it using the USR function to provide fast garbage collection with Hayden's compiler (which also uses string descriptors and a string pool). The compiler allows USR functions, but makes & difficult. Another reason is to investigate some uses for USR.

USR(#) converts '#' to a floating point value in the FAC (floating point accumulator) and then jumps via \$0A to the address pointed to in \$0B, \$0C. The results of the machine language subroutine can be returned in the FAC. The USR function, floating point calls, and addresses are described in Apple's BASIC REFERENCE MANUAL FOR APPLESOFT (Product #A2L0006).

The USR argument for my garbage collector requires a number in the range of +32767 to -32767. If the number is negative, the string pool is checked for negative ASCII. If any such characters are found, USR(-1) will return a value of 0, and no garbage collection will be attempted. If no negative ASCII characters are found, garbage collection will proceed. In this case USR(-1) returns the number of bytes of free space after collection.

If the USR argument is zero, for example K = USR(0), then collection is forced and USR will return the amount of free space. This is slightly faster than calling with USR(-1),

because the preliminary scan for negative ASCII bytes is skipped. But USR(-1) is safer, if you are not sure.

If you use a positive argument N in the USR function, then no garbage collection will be performed unless there is less than 256*N bytes of free space left. Whether or not collection is performed, USR will tell you how much free space is left.

Only the lower five bits of the USR argument are tested. This means that USR(32) is the same as USR(0), USR(33) is the same as USR(1), and so on.

I have shown the program as residing at \$9400, but of course you may re-assemble it for any favorite place.

The following Applesoft program makes a lot of garbage, and sees to the collection of it using my garbage collector. If the call to the USR function in line 245 left out, the program dies for 47 seconds while Applesoft does its own garbage collection. With the USR call as shown, the delay is less than one second.

```
100 HIMEM: 37888: REM $9400
110 PRINT CHR$(4)"BLOAD B.FAST GARBAGE COLLECTOR"
120 POKE 10,76: POKE 11,0: POKE 12,148
200 N = 25: DIM A$(N,N),B$(N,N)
210 FOR I = 1 TO N: FOR J = 1 TO N
220 A$(I,J) = "X":B$(I,J) = "Y": NEXT : NEXT
230 FOR I = 1 TO N
240 F = ( PEEK (112) * 256 + PEEK (111)) - ( PEEK (110) * 256 + PEEK (1
09)): PRINT F " ";
245 L = USR (2)
250 FOR J = 1 TO N
260 FOR K = 1 TO 10:A$(I,J) = A$(I,J) + " ": NEXT
270 PRINT " ": NEXT
280 PRINT : NEXT
```

```
1000 *SAVE S.FAST GARBAGE COLLECTOR
1010 *-----
1020 * FAST GARBAGE COLLECTOR
1030 *-----
1040 * BY COL. PAUL SHETLER, MD
1050 * INSPIRED BY CORNELIS BONGERS
1060 *-----
1070 *
1080 * CALL FROM APPLESOFT WITH K=USR(N)
1090 *
1100 * IF N=0, THEN COLLECTION FORCED
1110 *
1120 * IF N<0, THEN POOL CHECKED FOR NEG ASCII.
1130 * IF NO NEG ASCII, THEN GC FORCED
1140 * IF NEG ASCII FOUND, THEN
1150 * SET USER(#)=0 AND QUIT.
1160 *
1170 * IF N>0, THEN COLLECTION PERFORMED ONLY IF
1180 * LESS THAN N*256 BYTES OF FREE
1190 * SPACE LEFT.
1200 *-----
1210 * THE APPLESOFT PROGRAM MUST INLCUDE
1220 * THE FOLLOWING STATEMENTS TO SET UP
1230 * THIS GARBAGE COLLECTOR:
1240 *
1250 * 100 HIMEM:37888:REM$9400
1260 * 110 PRINT CHR$(4)"BLOAD B.FAST GARBAGE COLL
1270 * ECTOR"
1280 * 120 POKE 10,76 : POKE 11,0 : POKE 12,148
```

```

1290 *-----
1300 * EQUATES FOR GARBAGE COLLECTION
1310 *-----
0006- 1320 SHORT.FLAG .EQ $06
0007- 1330 STRING.LENGTH .EQ $07
0019- 1340 INDEX .EQ $19
001B- 1350 OFFSET .EQ $1B
001D- 1360 ARRAY.END .EQ $1D
1370 *-----
1380 * USER(#) EQUATES
1390 *-----
00A0- 1400 FACMO .EQ $A0
00A1- 1410 FACLO .EQ $A1
E10C- 1420 AYINT .EQ $E10C
E2F2- 1430 GIVAYF .EQ $E2F2
1440 *-----
1450 * STANDARD EQUATES
1460 *-----
009B- 1470 LOWTR .EQ $9B
0008- 1480 FORPNT .EQ $08
006D- 1490 STREND .EQ $6D
0069- 1500 VARTAB .EQ $69
0071- 1510 FRESPEC .EQ $71
006F- 1520 FRETOP .EQ $6F
0073- 1530 MEMSIZE .EQ $73
006B- 1540 ARYTAB .EQ $6B
1550 *-----
1560 .OR $9400
1570 .TF B.FAST GARBAGE COLLECTOR
1580 *-----
1590 USR.GARBAGE.COLLECTOR
9400- 20 0C E1 1600 JSR AYINT CONVERT USR ARGUMENT TO INTEGER
1610 * WITH HIBYTE IN FACMO, LO IN FACLO
9403- A5 A0 1620 LDA FACMO IS # MINUS?
9405- 30 1A 1630 BMI .3 ...NEED TO CHECK FOR NEG ASCII
9407- A5 A1 1640 LDA FACLO
9409- 29 1F 1650 AND #$1F 8136 BYTES
940B- F0 1F 1660 BEQ .4 ...IF =0 THEN FORCED COLLECTION
940D- 18 1670 CLC
940E- 65 6E 1680 ADC STREND+1
9410- C5 70 1690 CMP FRETOP+1
9412- B0 18 1700 BCS .4 ...NEED TO COLLECT NOW
1710 *---CALC FREE SPACE-----
9414- 38 1720 .1 SEC
9415- A5 6F 1730 LDA FRETOP
9417- E5 6D 1740 SBC STREND
9419- A8 1750 TAY LO BYTE
941A- A5 70 1760 LDA FRETOP+1
941C- E5 6E 1770 SBC STREND+1
1780 *---FLOAT (AY) FOR USR RESULT-----
941E- 4C F2 E2 1790 .2 JMP GIVAYF FLOAT (AY) AND RETURN
1800 *---CHECK POOL FOR NEG ASCII-----
9421- 20 34 95 1810 .3 JSR SET.STRING.POOL.STROLL
9424- 20 3D 95 1820 JSR FIND.NEXT.NEG.BYTE.IN.POOL
9427- A9 00 1830 LDA #0 PREPARE ZERO IN CASE NEG ASCII
9429- A8 1840 TAY
942A- B0 F2 1850 BCS .2 ...FOUND SOME NEG ASCII
1860 *---COLLECT GARBAGE NOW-----
942C- 20 4C 94 1870 .4 JSR MARK.ALL.ACTIVE.STRINGS
942F- 20 9D 94 1880 JSR RAISE.ALL.ACTIVE.STRINGS
1890 *---FINAL CLEAN UP-----
9432- A5 9B 1900 LDA LOWTR STORE NEW BOTTOM OF STRING POOL
9434- 85 71 1910 STA FRESPEC
9436- A5 9C 1920 LDA LOWTR+1
9438- 85 72 1930 STA FRESPEC+1
943A- A5 06 1940 LDA SHORT.FLAG NEED TO FIX SHORT STRINGS?
943C- F0 03 1950 BEQ .5 ...NO, NOT ANY SHORT ONES
943E- 20 F2 94 1960 JSR FIX.SHORT.STRING
9441- A5 71 1970 .5 LDA FRESPEC SET FRETOP TO TOP OF FREE SPACE
9443- 85 6F 1980 STA FRETOP
9445- A5 72 1990 LDA FRESPEC+1
9447- 85 70 2000 STA FRETOP+1
9449- 4C 14 94 2010 JMP .1
2020 *-----
2030 * MARK ACTIVE STRINGS WITH NEG BYTE
2040 *-----
2050 MARK.ALL.ACTIVE.STRINGS
944C- A9 00 2060 LDA #0 FLAG->NONE
944E- 85 06 2070 STA SHORT.FLAG
9450- 20 65 95 2080 JSR INITIATE.SEARCH

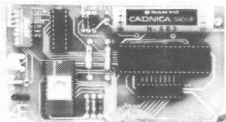
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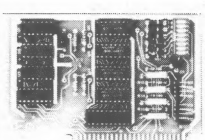
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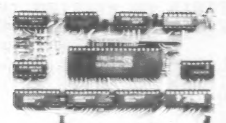
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VISION80	MORE	YES	YES	NO	NO	YES	NO	NO	NO	NO
OSMINVISION	MORE	NO	YES	NO	NO	NO	NO	YES	YES	YES
VIEWMASTER	MORE	YES	YES	NO	NO	YES	NO	YES	NO	YES
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9453- 20 72 95 2090 .1 JSR FIND.NEXT.STRING.VARIABLE
9456- B0 44 2100 BCS .5 ...NO MORE VARIABLES
9458- A0 00 2110 LDY #0 POINT AT LENGTH BYTE OF DESC.
945A- B1 9B 2120 LDA (LOWTR),Y
945C- F0 F5 2130 BEQ .1 STRING LEN =0
2140 *---CHECK LOCATION OF STRING-----
945E- AA 2150 TAX SAVE STRLEN IN X-REG
945F- C8 2160 INY IF STRING DATA INSIDE PROGRAM,
9460- B1 9B 2170 LDA (LOWTR),Y THEN NO NEED TO FIDDLE
9462- 85 08 2180 STA FORPNT WITH IT FURTHER.
9464- C5 69 2190 CMP VARTAB
9466- C8 2200 INY
9467- B1 9B 2210 LDA (LOWTR),Y
9469- 85 09 2220 STA FORPNT+1
946B- E5 6A 2230 SBC VARTAB+1 IN PROGRAM?
946D- 90 E4 2240 BCC .1 ...YES, SO PASS
2250 *---CHECK FOR SHORT STRING-----
946F- E0 03 2260 CPX #3 IF 1 OR 2, SPECIAL TREATMENT
9471- B0 15 2270 BCS .3 ...LONG STRING
2280 *---SHORT STRING HANDLER-----
9473- 86 06 2290 STX SHORT.FLAG NON-ZERO TO FLAG
9475- A9 FF 2300 LDA #$FF
9477- 91 9B 2310 STA (LOWTR),Y MARKER IN 3RD DESC. BYTE
9479- 88 2320 DEY POINT AT 2ND DESC. BYTE
947A- CA 2330 DEX CHECK LENGTH
947B- F0 02 2340 BEQ .2 LEN=1, PUT $FF IN 2ND BYTE
947D- B1 08 2350 LDA (FORPNT),Y LEN=2, SAVE CHAR IN 2ND BYTE
947F- 91 9B 2360 .2 STA (LOWTR),Y
9481- 88 2370 DEY POINT AT 1ST BYTE OF DESC.
9482- B1 08 2380 LDA (FORPNT),Y MOVE FIRST BYTE OF STRING
9484- 91 9B 2390 STA (LOWTR),Y TO DESC.
9486- 10 CB 2400 BPL .1 ALWAYS
2410 *---LONG STRING HANDLER-----
9488- B1 08 2420 .3 LDA (FORPNT),Y MARK FIRST BYTE OF STRING
948A- 09 80 2430 ORA #$80 MAKE NEG ASCII
948C- 91 08 2440 .4 STA (FORPNT),Y
948E- 88 2450 DEY BACK UP TOWARD BEG. OF DATA
948F- 30 C2 2460 BMI .1 ...FINISHED MARKING THIS
9491- B1 08 2470 LDA (FORPNT),Y SAVE STRING CHAR IN DESC.
9493- C8 2480 INY
9494- 91 9B 2490 STA (LOWTR),Y IN LAST 2 BYTES
9496- 88 2500 DEY OF DESCRIPTOR
9497- B9 9B 00 2510 LDA LOWTR,Y SAVE ADDR INSIDE STRING
949A- B0 F0 2520 BCS .4 ALWAYS SET
2530 *---FINISHED MARKING STRINGS-----
949C- 60 2540 .5 RTS
2550 *
2560 * MOVE THE STRINGS AS HIGH AS POSSIBLE
2570 *
2580 RAISE.ALL.ACTIVE.STRINGS
949D- 20 34 95 2590 JSR SET.STRING.POOL.STROLL
94A0- 86 9C 2600 STX LOWTR+1 STARTS AT TOP
94A2- 85 9B 2610 STA LOWTR OF STRNG POOL
94A4- 20 3D 95 2620 .1 JSR FIND.NEXT.NEG.BYTE.IN.POOL
2630 *
2640 * CARRY CLEAR ON RETURN WHEN THRU
2650 *
94A7- 90 48 2660 BCC .4 ...NO MORE STRINGS IN POOL
94A9- A0 00 2670 LDY #0
94AB- 29 7F 2680 AND #$7F
94AD- 91 71 2690 STA (FRESPC),Y
2700 *
2710 * RESTORE STRING POOL TO POS ASC
2720 * THEN RESET POINTERS
2730 *
94AF- 38 2740 SEC
94B0- A5 71 2750 LDA FRESPC RECOVER ADDR.
94B2- E9 02 2760 SBC #2 OF DESCRIPTOR
94B4- 85 71 2770 STA FRESPC FROM THE STR
94B6- B0 02 2780 BCS .2 ...NO BORROW
94B8- C6 72 2790 DEC FRESPC+1
94BA- B1 71 2800 .2 LDA (FRESPC),Y
94BC- 85 08 2810 STA FORPNT AND PUT IT
94BE- C8 2820 INY IN FORPNT
94BF- B1 71 2830 LDA (FRESPC),Y
94C1- 85 09 2840 STA FORPNT+1
94C3- C8 2850 INY Y=2
94C4- B1 08 2860 LDA (FORPNT),Y

```



```

2870 *-----
2880 * RESTORE STRING BY RETURNING
2890 * THE FIRST TWO BYTES WHICH WERE
2900 * STORED IN THE DESCRIPTOR.
2910 *
2920 * THEN POINT DESCRIPTOR TO THE
2930 * NEW, CORRECT STRING POSITION.
2940 *-----
94C6- 88      2950      DEY
94C7- 91 71    2960      STA (FRESPC),Y
94C9- B1 08    2970      LDA (FORPNT),Y
94CB- 88      2980      DEY      Y=0
94CC- 91 71    2990      STA (FRESPC),Y
94CE- B1 08    3000      LDA (FORPNT),Y
94D0- 85 07    3010      STA STRING.LENGTH
94D2- 38      3020      SEC
94D3- A5 9B    3030      LDA LOWTR
3040 *-----
3050 * POINT LOWTR & STRING DESCRIPTOR
3060 * TO BOTTOM OF NEW STRING POOL.
3070 *
3080 * LOWTR HOLDS THE MOVING BOTTOM
3090 * OF THE STRING POOL.
3100 *-----
94D5- E5 07    3110      SBC STRING.LENGTH
94D7- 85 9B    3120      STA LOWTR
94D9- C8      3130      INY
94DA- 91 08    3140      STA (FORPNT),Y
94DC- A5 9C    3150      LDA LOWTR+1
94DE- E9 00    3160      SBC #0
94E0- 85 9C    3170      STA LOWTR+1
94E2- C8      3180      INY
94E3- 91 08    3190      STA (FORPNT),Y
3200 *-----
3210 * NOW MOVE THE STRING TO ITS
3220 * NEW ADDRESS.
3230 *-----
94E5- A4 07    3240      LDY STRING.LENGTH
94E7- 88      3250      DEY
94E8- B1 71    3260      LDA (FRESPC),Y
94EA- 91 9B    3270      STA (LOWTR),Y
94EC- 88      3280      DEY
94ED- 10 F9    3290      BPL .3
94EF- 30 B3    3300      BMI .1      ...ALWAYS
3310 *---FINISHED MOVING STRINGS---
3320      .4      RTS
3330 *-----
3340 * RESTORE NORMAL CONFIGURATION OF PNTR AND DATA
3350 * FOR STRINGS OF 1 OR 2 CHARACTERS
3360 *
3370 * SCAN THRU VARIABLE SPACE AGAIN:
3380 * DESCRIPTORS OF STRINGS MARKED WITH $FF
3390 * CONTAIN THE CHAR(S) TO RESTORE TO POOL.
3400 *
3410 * FRESPC POINTS AT BOTTOM OF POOL
3420 * LOWTR POINTS AT DESCRIPTORS
3430 *-----
3440 * FIX.SHORT.STRING
94F2- 20 65 95 3450      JSR INITIATE.SEARCH
94F5- 20 72 95 3460      .1      JSR FIND.NEXT.STRING.VARIABLE
94F8- B0 39    3470      BCS .5      ...FINISHED!
94FA- A0 02    3480      LDY #2      POINT AT 3RD BYTE, 2ND OF ADDR
94FC- 84 07    3490      STY STRING.LENGTH
94FE- B1 9B    3500      LDA (LOWTR),Y      IF 3RD BYTE = $FF, SHORTY.
9500- C9 FF    3510      CMP #$FF      A SHORTY?
9502- D0 F1    3520      BNE .1      ...NO, KEEP SCANNING VARIABLES
9504- 88      3530      DEY      ...YES, POINT AT 2ND BYTE
9505- B1 9B    3540      LDA (LOWTR),Y      IF 2ND BYTE ALSO $FF,
9507- 48      3550      PHA      THEN LEN=1
9508- 10 02    3560      BPL .2      ...NOT $FF, ITS A STR CHAR
950A- C6 07    3570      DEC STRING.LENGTH
950C- 88      3580      .2      DEY      POINT AT 1ST BYTE OF DESCRIPTOR
950D- B1 9B    3590      LDA (LOWTR),Y      GET 1ST ASC CHAR OF STRING
950F- 48      3600      PHA      SAVE ON STACK
3610 *---CALC PLACE IN POOL FOR DATA---
3620      SEC
3630      LDA FRESPC      REPOINT FRESPC
3640      SBC STRING.LENGTH
3650      STA FRESPC
3660      BCS .3
3670      DEC FRESPC+1

```

```

3680 *---RESTORE LENGTH TO DESC.-----
951B- A5 07 3690 .3 LDA STRING.LENGTH
951D- 91 9B 3700 STA (LOWTR),Y
3710 *---STORE CHARS INTO POOL-----
3720 *---AND ADDR INTO DESCRIPTOR-----
3730 PLA FIRST CHAR
3740 STA (FRESPC),Y
3750 INY
3760 LDA FRESPC LOBYTE OF ADDR
3770 STA (LOWTR),Y
3780 PLA 2ND CHAR
3790 BMI .4 ...IT IS $FF, ONLY 1 CHAR
3800 STA (FRESPC),Y
3810 .4 INY
3820 LDA FRESPC+1 HIBYTE OF ADDR
3830 STA (LOWTR),Y
3840 BNE .1 ALWAYS
3850 *---ALL FINISHED WITH SHORTIES---
3860 .5 RTS
3870 *-----
3880 * STRING POOL STROLL
3890 *-----
3900 SET.STRING.POOL.STROLL
9534- A6 74 3910 LDX MEMSIZE+1 POINT FRESPC
9536- A5 73 3920 LDA MEMSIZE AT HIMEM
9538- 85 71 3930 STA FRESPC TO START
953A- 86 72 3940 STX FRESPC+1 STROLL.
953C- 60 3950 RTS
3960 *-----
3970 * SEARCH STRING POOL FROM TOP TO BOTTOM
3980 * FOR A NEGATIVE BYTE.
3990 *
4000 * RETURN .CS. IF NEG BYTE FOUND,
4010 * .CC. IF REACHED END OF POOL
4020 *-----
4030 FIND.NEXT.NEG.BYTE.IN.POOL
953D- A6 72 4040 LDX FRESPC+1
953F- A4 71 4050 LDY FRESPC
9541- A9 00 4060 LDA #0 PAGE AT A TIME
9543- 85 71 4070 STA FRESPC
9545- 98 4080 TYA IS IT ZERO?
9546- D0 07 4090 BNE .2 NO!
9548- CA 4100 .1 DEX YES
9549- E4 70 4110 CPX FRETOP+1 STILL IN POOL?
954B- 90 15 4120 BCC .5 ...NO
954D- 86 72 4130 STX FRESPC+1 DO NEXT PAGE
954F- 88 4140 .2 DEY
9550- F0 06 4150 BEQ .3
9552- B1 71 4160 LDA (FRESPC),Y
9554- 10 F9 4170 BPL .2 POS ASCII
9556- 30 04 4180 BMI .4 NEG SO QUIT
9558- B1 71 4190 .3 LDA (FRESPC),Y
955A- 10 EC 4200 BPL .1 NEW PAGE
955C- E4 70 4210 .4 CPX FRETOP+1
955E- D0 02 4220 BNE .5 FRESPC>FRETOP
9560- C4 6F 4230 CPY FRETOP FOR CARRY FLAG
9562- 84 71 4240 .5 STY FRESPC FRESPC POINTS TO NEG ASC
9564- 60 4250 RTS
4260 *-----
4270 * SET UP SEARCH OF VAR TABLE
4280 *-----
4290 INITIATE.SEARCH
9565- A5 69 4300 LDA VARTAB START AT BEGINNING OF VARIABLES
9567- 85 19 4310 STA INDEX
9569- A6 6A 4320 LDX VARTAB+1
956B- 86 1A 4330 STX INDEX+1
956D- A0 07 4340 LDY #7 EACH VAR TAKES 7 BYTES
956F- 84 1B 4350 STY OFFSET
9571- 60 4360 RTS
4370 *-----
4380 * FIND NEXT STRING VARIABLE
4390 *-----
4400 FIND.NEXT.STRING.VARIABLE
9572- A6 1A 4410 .1 LDX INDEX+1 SETUP SEARCH FOR NEXT STRING
9574- A5 19 4420 LDA INDEX
9576- A4 1B 4430 LDY OFFSET
9578- C0 07 4440 CPY #7 STILL IN SIMPLE VARIABLES?

```

QUICKTRACE

relocatable program traces and displays the actual machine operations, *while* it is running without interfering with those operations. Look at these **FEATURES**:

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QUICKTRACE allows changes to the stack, registers, stopping conditions, addresses to be displayed, and output destinations for all this information. All this can be done in Single-Step mode while running.

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Written by John Rogers

```

957A- D0 18 4450 BNE .4 ...NO, IN ARRAYS
957C- E4 6C 4460 CPX ARYTAB+1 WE WERE, CHECK FURTHER...
957E- 90 04 4470 BCC .2 ...YES, STILL SIMPLE
9580- C5 6B 4480 CMP ARYTAB
9582- B0 0A 4490 BCS .3 ...NO
9584- 20 E6 95 4500 .2 JSR IS.THIS.A.STRING.VARIABLE
9587- B0 4C 4510 BCS .8 ...STRING FOUND
9589- 20 D9 95 4520 JSR NXTEL NOT A STRING
958C- 90 E4 4530 BCC .1 ...ALWAYS, TRY AGAIN
958E- 46 1E 4540 .3 LSR OFFSET SET OFFSET TO 3 NOW
9590- 85 1D 4550 STA ARRAY.END
9592- 86 1E 4560 STX ARRAY.END+1
9594- E4 1E 4570 .4 CPX ARRAY.END+1 INSIDE AN ARRAY?
9596- 90 3D 4580 BCC .8 ...YES
9598- C5 1D 4590 CMP ARRAY.END
959A- 90 39 4600 BCC .8
959C- E4 6E 4610 CPX STREND+1 STILL IN VAR SPC?
959E- 90 05 4620 BCC .5 ...YES
95A0- C5 6D 4630 CMP STREND
95A2- 90 01 4640 BCC .5 ...YES
95A4- 60 4650 RTS CARRY SET WHEN THRU VAR SPC
          4660 *---SET UP A NEW ARRAY-----
95A5- A0 02 4670 .5 LDY #2
95A7- 18 4680 CLC
95A8- B1 19 4690 LDA (INDEX),Y
95AA- 65 19 4700 ADC INDEX
95AC- 85 1D 4710 STA ARRAY.END POINTER TO
95AE- C8 4720 INY NEXT ARRAY
95AF- B1 19 4730 LDA (INDEX),Y
95B1- 65 1A 4740 ADC INDEX+1
95B3- 85 1E 4750 STA ARRAY.END+1
95B5- 20 E6 95 4760 JSR IS.THIS.A.STRING.VARIABLE IS THIS A STR?
95B8- B0 0A 4770 BCS .6 ...YES
95BA- A5 1D 4780 LDA ARRAY.END
95BC- 85 19 4790 STA INDEX NO
95BE- A6 1E 4800 LDX ARRAY.END+1
95C0- 86 1A 4810 STX INDEX+1
95C2- D0 D0 4820 BNE .4 ...ALWAYS
          4830 *---FOUND STRING ARRAY-----
95C4- A0 04 4840 .6 LDY #4 POINT AT
95C6- B1 19 4850 LDA (INDEX),Y #DIMENSIONS OF ARRAY
95C8- 0A 4860 ASL #2
95C9- 69 05 4870 ADC #5
95CB- 65 19 4880 ADC INDEX POINT INDEX TO
95CD- 85 19 4890 STA INDEX FIRST ELEMENT
95CF- 90 02 4900 BCC .7 OF NEW ARRAY
95D1- E6 1A 4910 INC INDEX+1
95D3- A6 1A 4920 LDX INDEX+1
          4930 .7
          4940 .8 STA LOWTR LOWTR->STR DESCRIPTOR
95D5- 85 9B 4950 STX LOWTR+1
95D7- 86 9C 4960 *---NEXT VARIABLE-----
          4970 NXTEL CLC
          4980 LDA OFFSET POINT INDEX TO
          4990 ADC INDEX NEXT VAR OR ELEMENT
95DE- 85 19 5000 STA INDEX
95E0- 90 03 5010 BCC .1
95E2- E6 1A 5020 INC INDEX+1
95E4- 18 5030 CLC
95E5- 60 5040 .1 RTS STR FOUND,CARRY CLEAR
          5050 *-----
          5060 * SUBROUTINE STRING CHECK
          5070 *-----
          5080 IS.THIS.A.STRING.VARIABLE
95E6- A0 00 5090 LDY #0
95E8- 18 5100 CLC INCASE NOT STR
95E9- B1 19 5110 LDA (INDEX),Y
95EB- 30 0D 5120 BMI .2 ...NOT STRING
95ED- C8 5130 INY
95EE- B1 19 5140 LDA (INDEX),Y
95F0- 10 08 5150 BPL .2 ...NOT STRING
95F2- A9 02 5160 LDA #2 POINT PAST STR NAME
95F4- 65 19 5170 ADC INDEX
95F6- 90 01 5180 BCC .1 ...STRING
95F8- E8 5190 INX INDEX+1
95F9- 38 5200 .1 SEC CARRY SET IF STR FOUND
95FA- 60 5210 .2 RTS
          5220 *-----

```

Changing VERIFY to DISPLAY.....Bob Sander-Cederlof

In the July 1982 issue of AAL we showed how to make a text file display command inside DOS. Bob Bragner added 80-column output to it in the July 1983 issue. The Dec 1983 InCider printed an article by William G. Wright about a DOS modification that provided text file display without removing any previous features.

Wright's patches modify the VERIFY command so that as sectors are being verified, if the file is a text file, they are displayed on the screen or printer. If there are any \$00 bytes in a sector, they are merely skipped over, so his patches will handle some random access files, as well as sequential. Non-text files are still verified in the normal manner.

I was prompted by his article to write up another little program. This one will hook into the VERIFY processor in the file manager when you BRUN the program. Later, 30BG from the monitor or CALL 779 from Applesoft will dis-install the patch. My patch modifies VERIFY so that as each sector of a file is verified it is displayed in hexadecimal on the screen or a printer. I do not distinguish between text and non-text files, although it would be a simple matter to do so. As with Wright's patches, random access files may also be displayed, up to the first hole in the track/sector list.

The creative among you will want to add many bells and whistles to my little program. Perhaps 80-column display, showing an entire sector at a time rather than half a sector. Perhaps display of the bytes in both hex and ASCII on the same line. Perhaps the ability to scan back and forth through a file, using the arrow keys. All these are possible, and not too difficult. Have fun!

```

1000 *SAVE S.DISPLAY FILE
1010 *-----
1020 *          PATCH DOS TO CHANGE VERIFY
1030 *          INTO DISPLAY
1040 *-----
F941- 1050 MON.PRNTAX .EQ $F941
F94A- 1060 MON.PREL2  .EQ $F94A
FD8E- 1070 MON.CROUT .EQ $FD8E
FDDA- 1080 MON.PRBYTE .EQ $FDDA
FDED- 1090 MON.COUT  .EQ $FDED
1100 *-----
1110          .OR $300
1120 *-----
0300- A9 16 1130 PATCH LDA #DISPLAY          HOOK INTO VERIFY COMMAND
0302- 8D 1C AD 1140 STA $AD1C
0305- A9 03 1150 LDA /DISPLAY
0307- 8D 1D AD 1160 STA $AD1D
030A- 60 1170 RTS
1180 *-----
030B- A9 B6 1190 UNPATCH
030D- 8D 1C AD 1200 LDA #$B0B6          RESTORE NORMAL VERIFY
0310- A9 B0 1210 STA $AD1C
0312- 8D 1D AD 1220 LDA /$B0B6
0315- 60 1230 STA $AD1D
1240 RTS
1250 *-----
0316- 20 8E FD 1270 DISPLAY JSR MON.CROUT      START SECTOR WITH <RET>
0319- 20 B6 B0 1280 JSR $B0B6          READ NEXT SECTOR
031C- B0 09 1290 BCS .1          END OF FILE
031E- A0 00 1300 LDY #0          DISPLAY FIRST HALF SECTOR

```

```

0320- 20 28 03 1310 JSR SHOW
0323- 20 28 03 1320 JSR SHOW          DISPLAY SECOND HALF
0326- 18          1330 CLC                SIGNAL NOT END OF FILE
0327- 60          1340 RTS
          1350 -----
0328- AD E5 B5 1360 SHOW LDA $B5E5    DISPLAY SECTOR POSITION
032E- AE E4 B5 1370 LDX $B5E4
032E- 20 41 F9 1380 JSR MON.PRNTAX
0331- A9 10          1390 LDA #16        16 LINES PER BLOCK
0333- 8D 65 03 1400 STA LCNT
0336- D0 05          1410 BNE .2        ...ALWAYS
0338- A2 04          1420 LDX #4          PRINT 4 BLANKS
033A- 20 4A F9 1430 JSR MON.PREL2    SO COLUMNS LOOK NEATER
033D- A9 08          1440 LDA #8          8 BYTES PER LINE
033F- 8D 64 03 1450 STA BCNT
0342- 98          1460 TYA          PRINT BYTE COUNT
0343- 20 DA FD 1470 JSR MON.PRBYTE
0346- A9 AD          1480 LDA #"- "      PRINT "- "
0348- 20 ED FD 1490 JSR MON.COUT
034B- A9 A0          1500 LDA # " "      PRINT " "
034D- 20 ED FD 1510 JSR MON.COUT
0350- B1 42          1520 LDA (#42),Y    NEXT BYTE FROM FILE
0352- C8          1530 INY
0353- 20 DA FD 1540 JSR MON.PRBYTE
0356- CE 64 03 1550 DEC BCNT
0359- D0 F0          1560 BNE .3        MORE TO THIS LINE
035B- 20 8E FD 1570 JSR MON.CROUT    NEXT LINE
035E- CE 65 03 1580 DEC LCNT
0361- D0 D5          1590 BNE .1
0363- 60          1600 RTS
          1610 -----
0364-          1620 BCNT .BS 1
0365-          1630 LCNT .BS 1
          1640 -----

```

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Changing Tab Stops in the 68000 Cross Assembler.....
Bob Sander-Cederlof

The procedure as described in the S-C Macro Assembler manual works for the 6502 version and for all the cross assemblers except the 68000 cross assembler. The procedure described in Appendix D will not work because the 68000 cross assembler uses both banks of memory at \$D000-DFFF. In order to be certain the correct one is switched on, the command interpreter keeps using the selection soft switches. The result is that the bank stays write-protected, and no patches ever get installed.

Of course, there is a simple way around the problem. Here is how to change the tab stops in the 68000 Cross Assembler:

First, boot the cross assembler disk and select option 2, loading the language card version at \$D000.

```
:BLOAD S-C.ASM.MACRO.68000.LC
:MNTR
*AA60.AA61
*AA60- xx yy      (probably C6 27)
*D010.D014
D010- 0E 16 1B 20 00
*C083 C083 D010:7 10 1B 2B  (or whatever values you like)
C083- zz
C083- zz
*D010.D014
D010- 07 10 1B 2B 00
*BSAVE S-C.ASM.MACRO.68000.LC,A$D000,L$yyxx
*3D0G
:      that's it!
```

Similar methods apply to the other customizing patches mentioned in Appendix D.

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S-C Macro and GPLE.LC on the //e.....Bob Bragner
Istanbul, Turkey

I've long been bothered by the way loading the S-C Macro Assembler wipes out GPLE (Neil Konzen's Global Program Line Editor) when you go from Applesoft to Assembler. It shouldn't happen, because GPLE resides in the alternate bank at \$D000, not used by Macro. I've also been unhappy that the //e version of S-C Macro Assembler doesn't have the automatic line of dashes provided by <esc> L after a line number when you are in 80-column mode.

Just the other day I discovered by accident that all is not lost. If things are done in just the right sequence both of my peeves vanish.

First load up the S-C Macro Assembler into the \$D000 area. Then enter Applesoft by typing the FP command, and BRUN GPLE.LC. Initialize the 80-column card with ctrl-V and enter the assembler by typing the INT command. This leaves GPLE connected so that the assembler sees the <esc> L command. Try it by typing a line number and <esc> L.

It also allows the assembler to see <esc> L to turn a catalog line into a LOAD command, but due to the way the word LOAD is poked onto the screen you get L O A D which clobbers the file name. (I never use the automatic load anyway, so this does not bother me.)

RESET will partially disable GPLE.LC, but you can restore it by typing the & command from Applesoft. If you want RESET to NOT molest GPLE, change the reset vector to \$B6B3. You can do this from the monitor with "3F2:B3 B6 13", or from S-C Macro with "RST \$B6B3".

I don't know why this all works, but I think it has something to do with the way the 80-column card initializes itself by copying the //e's monitor ROM into the \$F800-FFFF space of RAM.

By the way, GPLE uses some patch space inside DOS 3.3 which is also used by the fast DOS text file I/O patch, so beware of mixing them.

Will Rockwell 65C02's work in an old Apple.....Bob Stout

Not unless you have the 2 MHz part. For some reason the timing is too tight and slightly different to use a 1MHz 65C02, unless you have an Apple //e. The 2 MHz chips WILL work in Apple II and II Plus.

Redundancy in Tables for Faster Lookups....Bob Sander-Cederlof

When speed is the main objective, you can sometimes use table lookups to great advantage. You trade program size for speed.

Here is an easy example. Suppose I want to convert the two nybbles of a byte to ASCII characters. I can do it all with code, like this:

```
CONVERT
    PHA                Save original byte
    LSR                Position first nybble
    LSR
    LSR
    LSR
    JSR MAKE.ASCII
    STA XXX
    PLA                Original byte
    AND #$0F           Isolate second nybble
    JSR MAKE.ASCII
    STA XXX+1
    RTS

MAKE.ASCII
    ORA #$B0           Make B0...BF
    CMP #$BA
    BCC .1             It is 0-9
    ADC #6             Make A-F codes
.1    RTS
```

That takes 30 bytes, and 75-77 cycles including a JSR CONVERT to call it. Actually 75 cycles if both nybbles are 0-9, 77 cycles if they both are A-F, and 76 cycles if there is one of each. If I move the code from MAKE.ASCII in-line, it saves 24 cycles (two JSRs, two RTSs), and only lengthens the program by one byte.

Or I can do a table lookup by substituting these two lines for both JSR MAKE.ASCII lines above:

```
TAX
LDA ASCII.TABLE,X
```

and making a little table like this:

```
ASCII.TABLE .AS -/0123456789ABCDEF/
```

In this form, the program takes 49 cycles, and uses a total of 39 bytes including the table. Perhaps it could be an advantage that the # of cycles is always constant, regardless of the value being converted.

You can make it even faster by using two whole pages for table space, like this:

```
CONVERT
    TAX
    LDA HI.TABLE,X
```

```

STA XXX
LDA LO.TABLE,X
STA XXX+1
RTS

```

```

HI.TABLE
.AS -/0000000000000000/
.AS -/1111111111111111/
.
.
.AS -/FFFFFFFFFFFFFFFF/

```

```

LO.TABLE
.AS -/0123456789ABCDEF/
.AS -/0123456789ABCDEF/
.
.
.AS -/0123456789ABCDEF/

```

The program itself is 14 bytes long, but there are 512 bytes of tables. The conversion, including JSR and RTS, now takes only 30 cycles. And since the program is now so short, it would probably get placed in line, saving the JSR-RTS, converting in only 18 cycles. And if the in-line routine already had the nybble in the X-reg, whack off another two cycles.

The redundancy in the tables gives a huge speed increase.

I have been tearing into the super fast copy utility that comes with Locksmith 5.0, and I discovered some of these redundancy tricks in their disk I/O tables. For example, the table for converting a six-bit value into a disk-code normally takes 64 bytes. The table looks like this:

```

TABLE .HS 96979A9B9D9E9FA6
.
.
.HS F7F9FAFBFCFDFEFF

```

Code to access the table might look like this:

```

LDA BUFFER,X
AND #$3F      Mask to 6 bits
TAY
LDA TABLE,Y

```

When you are writing to a disk, every single cycle counts. Therefore, it is pleasant to discover redundant tables. By making four copies of the table, using 256 bytes rather than 64, we no longer need to strip off the first two bits. The code can be shortened to this:

```

LDY BUFFER,X
LDA TABLE,Y

```

It only saves 3 cycles, but those three cycles can and do make the whole difference in the fast copy program. That is part of Locksmith's secret to reading a whole disk into RAM in only 8 seconds.

Speaking of Locksmith.....Warren R. Johnson

Did you know that Locksmith 5.0 can nearly be copied by plain old COPYA? Or with its own fast backup copier? All but the last few tracks copy, and they may not be necessary.

The only problem is, the resulting copy will not boot until you make a small patch using some sort of disk ZAP utility. (You can use Omega's Inspector/Watson team, Bag of Tricks, Disk Fixer, CIA, for example.) Patch Track-0F Sector-0E Byte-6F: change it from 6C to 0F. [Editor's note: in my copy, Locksmith had C6 in that byte rather than 6C. And I have not tried the resulting disk to see if all functions work.]

I have modified my Apple a little to make my life easier. I have 2732's in the motherboard ROM sockets, with bank switch selection. Applesoft is in one bank, and a modified version of Applesoft in the other. My modifications include replacing the old cassette commands (LOAD/SAVE/SHLOAD etc.) for an INWAT command. INWAT downloads the Inspector and Watson from some expansion chassis ROM boards.

Lancaster's OBJ.APWRT][F.....Bob Sander-Cederlof

You may have noticed a little ad in the last few issues for an obscure title, "OBJ.APWRT][F". Don Lancaster, author of such favorites as Enhancing the Apple, Incredible Secret Money Machine, Micro Cookbook, etc., has torn into Applewriter //e. After a thorough analysis, he completely documented it, in the style of Beneath Apple DOS. The results, or at least part of them, will be chapter 12 in volume 2 of Enhancing.

He sent me a pre-print to look at and make comments about. My main comment is WOW! It doesn't matter if you like Applewriter or not. It doesn't even matter if you have never seen Applewriter. You still can learn a tremendous amount by reading through Don's text and comments. Of course it is better if you DO have Applewriter //e, because he tells you how to make some great customizing modifications.

You can get it all on disk for only \$29.95. Actually, it is not on "disk" ... it is on SIX disk sides, jam-packed full. Don even throws in a free book for good measure.

You can order OBJ.APWRT][F directly from Synergetics, or from S-C Software.

About Disk Drive Pressure Pads.....Bob Sander-Cederlof

After you have used your disk drive for six months or so, it will probably develop a scary noise or two. I know mine have.

My oldest drive is serial 1901 (the Shugart mechanics inside the box have a number somewhere in the low 400's). Every once and a while it will make the most dangerous sounding noise you ever heard, something like dragging rusty chains across the road. I have read in various magazines and newsletters that these noises are almost always caused by a dirty pressure pad.

The pressure pad rides on the top surface of the disk, pressing the disk surface down against the recording head. It is a 1/8 inch circle of felt glued to a slightly larger plastic stud. The shaft of the stud is split and tapered, so it will fit through a hole and lock in place. You can easily remove the pad and stud by pressing on the split end.

But where do you get new ones? Maybe at a computer store, but they sure don't keep them on display. I decided to try a little home maintenance, and it worked. I gently scraped the felt surface with the blade of my pocket knife, and all the old caked oxide turned to powder and fell off. Then I rubbed the oxide on a piece of paper, to smooth out the felt. After putting the drive all back together, it ran quietly.

It worked so well, I performed the operation on two more drives. And surprisingly, one drive which had been giving lots of errors was working accurately again.

A few other disk maintenance tips:

One particularly noisy drive a few years ago had loose screws trying to hold the drive motor down. A few wrist twists and all was well.

If a drive can read, but writes garbage, it is probably the 74LS125 on the analog board inside the drive. Replace that chip for 25 cents or so, and you have saved \$60 in repair bills.

Will ProDOS Work on a Franklin?.....Bob Stout

If you try to boot up ProDOS on a Franklin, it probably will fail. The ProDOS boot routine checks to see if you are in a genuine Apple monitor ROM. However, you can make it work.

Start the boot procedure; when meaningful action appears to have ceased, press the RESET switch. Get into the monitor and type 2647:EA EA and 2000G. Voila!

When I read the January AAL with Bob Urschel's article about running Rod's Color Pattern on the QWERTY 68000 board, it sounded like a challenge. You may remember I like speed challenges, at least inside computers.

Fifty times faster than Basic didn't sound too fast, so I checked a simple loop to see if it might be possible to save the dignity of the 6502. It did look possible, at least by using tricky table-driven code.

So, I wrote some more code and it looked like 8.0 seconds per loop. This clocks out at 55 times faster than Integer BASIC, but I didn't have the internal calculation for the color value exactly like the original.

I finally decided to use a table lookup for the color calculation. Now the problem was how to create all those data statements. I thought about using some macros, but the calculations are too involved. I wrote an Applesoft program to generate the lines of code for the assembler, and then EXECed them into my source code. I finally got all the bugs out and timed it.

The table-driven version performs a main loop every 6.2 seconds, compared to 446 seconds per loop for the Integer BASIC version. That is nearly 72 times faster.

Well, my only worry now is that Bob Urschel made an error in his timing, and his really runs 200 times faster. If not, we have saved face for the venerable 6502.

Of course, we did use a little more memory. But that is frequently a trade-off worth making in important programs.

For comparison purposes, here is the Integer BASIC program again:

```
10 GR
20 FOR W = 3 TO 50
30 FOR I = 1 TO 19
40 FOR J = 0 TO 19
50 K = I+J
60 COLOR = J*3 / (I+3) + I*W/12
70 PLOT I,K: PLOT K,I: PLOT 40-I,40-K:PLOT40-K,40-I
80 PLOT K,40-I: PLOT 40-I,K: PLOT I,40-K: PLOT 40-K,I
90 NEXT J: NEXT I: NEXT 2
100 GO TO 20
```

My program to generate the data tables includes similar logic. I broke the tables into two planes, rather than storing one data table 48*19*20 = 18,240 bytes long. One plane computes $J*3/(I+3)$, and includes 380 bytes. The other computes $I*W/12$ and includes 48*19=912 bytes. My table lookup routine uses I and J to index into the first plane, and I and W into the second. Then the two values are added together. Pretty tricky!

```

100 REM BUILD TABLES FOR ROD'S COLOR
110 D$ = CHR$(4)
120 PRINT D$ "OPEN TTT": PRINT D$ "WRITE TTT"
130 GOSUB 200
140 PRINT D$ "CLOSE"
150 END
200 FOR I = 1 TO 19
210 PRINT "WI" LEFT$(STR$(I) + " ", 2) ".HS ";
220 FOR W = 3 TO 26: GOSUB 500: NEXT : PRINT
230 PRINT " ".HS ";
240 FOR W = 27 TO 50: GOSUB 500: NEXT : PRINT
250 NEXT I
300 FOR I = 1 TO 19
310 PRINT "JI" LEFT$(STR$(I) + " ", 2) ".HS ";
320 FOR J = 0 TO 19
330 C = INT (J * 3 / (I + 3)): C = C - INT (C / 16) * 16: IF C > 9 THEN
340 C = C + 7
350 PRINT "O" CHR$(C + 48);
360 NEXT J
370 RETURN
500 C = INT (I * W / 12): C = C - INT (C / 16) * 16: IF C > 9 THEN C = C
510 + 7
520 PRINT "O" CHR$(C + 48);
530 RETURN

```

I believe in letting computers work for me, so I had to use some macros to simplify typing in all the code for those eight plot statements. I wrote a PLOT macro, but then I noticed that there was some redundant code that way. By rearranging the order of the PLOT statements, I can separate the y-setup from the x-setup and plot. That way the base address does not get re-calculated as often, saving more time. Here is my program:

```

1010 *SAVE S.PUTNEY'S COLOR
1020 .OR $6000
1030 .TF B.PUTNEY
1040 *-----
1050 *
1060 * FAST ROD'S COLOR PATTERN
1070 *
1080 * CHARLES H. PUTNEY
1090 * 18 QUINNS ROAD
1100 * SHANKILL
1110 * CO. DUBLIN
1120 * IRELAND
1130 *
1140 *-----
1150 *
1160 * PAGE ZERO ADDRESSES
1170 *
00EE- 1180 INVI .EQ $EE VARIABLE 40 - I
00EF- 1190 INVK .EQ $EF VARIABLE 40 - K
00F9- 1200 POINTR .EQ $F9 LORES PAGE POINTER (TWO BYTES)
00FB- 1210 I .EQ $FB VARIABLE I
00FC- 1220 J .EQ $FC VARIABLE J
00FD- 1230 K .EQ $FD VARIABLE K
00FE- 1240 W .EQ $FE VARIABLE W
0007- 1250 COLOR1 .EQ $07 HALF OF COLOR FORMULA
1260 *-----
0008- 1270 COLOR .EQ $08,09
0008- 1280 COLEVN .EQ $08 EVEN ROW COLOR
0009- 1290 COLODD .EQ $09 ODD ROW COLOR
000A- 1300 MASK .EQ $0A,0B
000A- 1310 MSKODD .EQ $0A
000B- 1320 MSKEVN .EQ $0B
1330 *

```

----- APPLE SOFTWARE -----

NEW!!! FONT DOWNLOADER & EDITOR (\$39.00)

Turn your printer into a custom typesetter. Downloaded characters remain active while printer is powered. Can be used with every word processor capable of sending ESC and control codes to the printer. Switch back and forth easily between standard and custom fonts. All special printer functions (like expanded, compressed, emphasized, underlined, etc.) apply to custom fonts. Full HIRES screen editor lets you create your own custom characters and special graphics symbols. Compatible with many 'dumb' & 'smart' printer I/F cards. User driver option provided. Specify printer: Apple Dot Matrix Printer, C.Itoh 8510A (Prowriter), Epson FX-80/100 or OkiData 92/93.

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Investigate the inner workings of machine language programs. DISASM converts 6502 machine code into meaningful, symbolic source. Creates a standard DOS 3.3 text file which is directly compatible with DOS ToolKit, LISA and S-C (4.0 and MACRO) assemblers. Handles data tables, displaced object code & even lets you substitute your own meaningful labels. (100 commonly used Monitor & Pg Zero pg names included.) An address-based cross reference table provides further insight into the inner workings of machine language programs. DISASM is an invaluable machine language learning aid to both the novice & expert alike. **SOURCE code: \$60.00**

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* SC.XREF - Generates a GLOBAL LABEL Cross Reference Table for complete documentation of source listings. Formatting control accommodates all printer widths for best hardcopy outputs. * SC.GSR - Global Search and Replace eliminates tedious manual renaming of labels. Search all or part of source. Optional prompting for user verification. * SC.TAB - Tabulates source files into neat, readable form. **SOURCE code: \$40.00**

----- HARDWARE/FIRMWARE -----

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Plugs into any Apple slot to convert your 'dumb' centronics-type printer I/F card into a 'smart' one. Command menu provides easy access to printer fonts. Eliminates need to remember complicated ESC codes and key them in to setup printer. Added features include perforation skip, auto page numbering with date & title. Also includes large HIRES graphics screen dump in normal or inverse plus full page TEXT screen dump. Specify printer: Epson MX-80 with Graftrax-80, MX-100, MX-80/100 with GraftraxPlus, NEC 80923A, C.Itoh 8510 (Prowriter), OkiData 82A/83A with Okigraph & OkiData 92/93. Oki bonus: print EMPHASIZED & DOUBLE STRIKE fonts! **SOURCE code: \$30.00**

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All assembly language SOURCE code is fully commented & provided in both S-C Assembler & standard TEXT formats on an Apple DOS 3.3 diskette. Specify your system configuration with order. Avoid a \$3.00 postage and handling charge by enclosing full payment with order (MasterCard & VISA excluded). Ask about our products for the VIC-20 and Commodore 64!

R A K - W A R E

41 Ralph Road West Orange NJ 07052 (201) 325-1885

```

1340 *-----
1350 *
1360 * ADDRESS TABLE
1370 *
00F0- 1380 ODDMSK .EQ $F0 MASK FOR ELIMINATING UPPER BLOCK
000F- 1390 EVNMSK .EQ $0F MASK FOR ELIMINATING LOWER BLOCK
FB40- 1400 GRAPH .EQ $FB40 ENABLE LO RES GRAPHICS
1410 *-----
1420 * MACRO DEFINITIONS
1430 *-----
1440 .MA PLY PLY J1
1450 LDY J1 Y-COORD
1460 LDA LORESL,Y
1470 STA POINTR
1480 LDA LORESH,Y
1490 STA POINTR+1
1500 TYA
1510 AND #1 GET LSB
1520 TAX
1530 .EM
1540 *-----
1550 .MA PLX PLX J1
1560 LDY J1 X-COORD
1570 LDA (POINTR),Y GET THE PAGE BYTE
1580 AND MASK,X
1590 ORA COLOR,X
1600 STA (POINTR),Y PUT IT BACK
1610 .EM
1620 *-----
1630 .MA NEXT NEXT VAR,LIMIT+1
1640 INC J1 INCREMENT J1 VARIABLE
1650 LDA J1 TEST IF J1=J2 YET
1660 CMP #J2
1670 BCS :1 YES, LEAVE LOOP
1680 JMP NEXT.J1 NO, KEEP LOOPING
1690 :1
1700 .EM
1710 *-----
1720 .MA GET GET FORMULA,INDEX
1730 LDY J1
1740 LDA J1L-1,Y
1750 STA POINTR
1760 LDA J1H-1,Y
1770 STA POINTR+1
1780 LDY J2
1790 LDA (POINTR),Y
1800 .EM
1810 *-----
1820 *
1830 *
1840 * MAIN LOOP
1850 *
6000- AD 56 CO 1860 ROD LDA $C056 SET LORES GRAPHICS ON
6003- AD 53 CO 1870 LDA $C053 MIXED MODE
6006- 20 40 FB 1880 JSR GRAPH
6009- A9 F0 1890 LDA #ODDMSK
600B- 85 0A 1900 STA MSKODD
600D- A9 0F 1910 LDA #EVNMSK
600F- 85 0B 1920 STA MSKEVN
1930 *-----
1940 BIG.LOOP
6011- 20 E2 FB 1950 JSR $FBE2 *** TESTING BEEP ***
6014- A9 00 1960 LDA #0 FOR W=3 TO 50 (0...47)
6016- 85 FE 1970 STA W
1980 *---NEXT W COMES HERE-----
6018- A9 01 1990 NEXT.W LDA #1 FOR I=1 TO 19
601A- 85 FB 2000 STA I
601C- A9 27 2010 LDA #39
601E- 85 EE 2020 STA INVI
6020- AD 30 CO 2030 LDA $C030 JUST FOR AUDIBLE FEEDBACK
2040 *---NEXT I COMES HERE-----
6023- A5 FB 2050 NEXT.I LDA I SET UP K = I+J
6025- 85 FD 2060 STA K
6027- A5 EE 2070 LDA INVI
6029- 85 EF 2080 STA INVK
602B- 2090 >GET FORM1,W
603B- 85 07 2100 STA COLOR1 SAVE IT FOR INNER LOOP
603D- A9 00 2110 LDA #0 FOR J=0 TO 19
603F- 85 FC 2120 STA J

```



```

2130 *---NEXT J COMES HERE-----
2140 NEXT.J >GET FORM2,J
2150 CLC ADD THE FORMULAS
2160 ADC COLOR1 ACC = J*3/(I+3)+I*W/12
2170 AND #30F MASK OFF TOP
2180 STA COLEVN EVEN COLOR
2190 ASL SHIFT 4 BITS
2200 ASL
2210 ASL
2220 ASL
2230 STA COLODD ODD COLOR
2240 *-----
2250 >PLY I
2260 >PLX K
2270 >PLX INVK
2280 *-----
2290 >PLY INVI
2300 >PLX K
2310 >PLX INVK
2320 *-----
2330 >PLY K
2340 >PLX I
2350 >PLX INVI
2360 *-----
2370 >PLY INVK
2380 >PLX I
2390 >PLX INVI
2400 *-----
2410 INC K
2420 DEC INVK
2430 >NEXT J,20
2440 *-----
2450 DEC INVI
2460 >NEXT I,20
2470 *-----
2480 >NEXT W,48
2490 *-----
2500 LDA $C000 ANY KEY PRESSED?
2510 BMI ROD4 YES
2520 JMP BIG.LOOP NO, KEEP LOOPING
2530 ROD4 STA $C010
2540 RTS

```

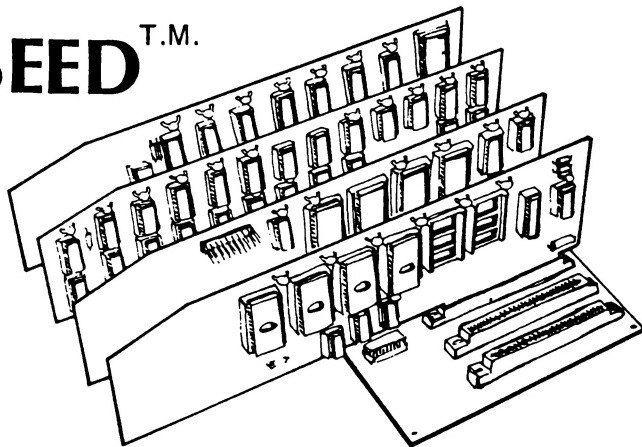
```

2550 *-----
2560 *
2570 * LORES GRAPHICS PAGE
2580 * BASE ADDRESSES (40 COL)
2590 *
2600 LORESL .HS 0000808000008080
2610 .HS 0000808000008080
2620 .HS 2828A8A82828A8A8
2630 .HS 2828A8A82828A8A8
2640 .HS 5050D0D05050D0D0
2650 LORESH .HS 0404040405050505
2660 .HS 0606060607070707
2670 .HS 0404040405050505
2680 .HS 0606060607070707
2690 .HS 0404040405050505
2700 *
2710 *-----
2720 *
2730 * TABLE FOR I*W/12
2740 *
2750 FORM1L .DA #WI1,#WI2,#WI3,#WI4,#WI5,#WI6,#WI7
2760 .DA #WI8,#WI9,#WI10,#WI11,#WI12,#WI13,#WI14
2770 .DA #WI15,#WI16,#WI17,#WI18,#WI19
2780 FORM1H .DA /WI1,/WI2,/WI3,/WI4,/WI5,/WI6,/WI7
2790 .DA /WI8,/WI9,/WI10,/WI11,/WI12,/WI13,/WI14
2800 .DA /WI15,/WI16,/WI17,/WI18,/WI19

```

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APPLESEED^{T.M.}



Appleseed is a complete computer system. It is designed using the bus conventions established by Apple Computer for the Apple II. Appleseed is designed as an alternative to using a full Apple II computer system. The Appleseed product line includes more than a dozen items including CPU, RAM, EPROM, UART, UNIVERSAL Boards as well as a number of other compatible items. This ad will highlight the Mother board.

BX-DE-12 MOTHER BOARD

The BX-DE-12 Mother board is designed to be fully compatible with all of the Apple conventions. Ten card slots are provided. Seven of the slots are numbered in conformance with Apple standards. The additional three slots, lettered A, B and C, are used for boards which don't require a specific slot number. The CPU, RAM and EPROM boards are often placed in the slots A, B and C.

The main emphasis of the Appleseed system is illustrated by the Mother Board. The absolute minimum amount of circuitry is placed on the Mother Board; only the four ICs which are required for card slot selection are on the mother board. This approach helps in packaging (flexibility & smaller size), cost (buy only what you need) and repairability (isolate and fix problems through board substitution).

Appleseed products are made for O.E.M.s and serious industrial/scientific users. Send for literature on the full line of Appleseed products; and, watch here, each month, for additional items in the Appleseed line.

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Will ProDOS Really Fly?.....Bob Sander-Cederlof

ProDOS appears to have been eclipsed by MacIntosh. The major software houses are probably putting their main effort into Mac.

ARTSCI has announced a ProDOS version of their MagiCalc spreadsheet program. Owners of the DOS 3.3 version may upgrade for \$40, new customers pay \$149.95. The only differences claimed are faster disk I/O and ability to edit the printer setup string. Nice, but \$40 is a lot. And the spreadsheet files would no longer be accessible to DOS-based utilities.

ARTSCI will also send you their ProDOS catalog sorter program, complete with BASIC.SYSTEM, CONVERT, FILER, and the ProDOS image for only \$24.95. Apple will reputedly be selling ProDOS with a user's manual and some tutorial files in addition to the files on ARTSCI's disk, but price and date are still unclear. (You get them free with a new disk drive.)

Practical Peripherals has announced a new clock card which is ProDOS compatible. Their design is apparently an upgrade of Superclock II (by Jeff Mazur, Westside Electronics). ProDOS was designed around Thunderclock, so other clocks must either emulate one of the Thunderclock modes or patch ProDOS during the boot process. Applied Engineering's new Timemaster II emulates Thunderclock and several others, so it is fully ProDOS compatible.

According to Don Lancaster, Applewriter //e has been written so that changing to ProDOS would be easy. Therefore we might expect a ProDOS-based version of this popular word processor to be announced soon. Or maybe they won't bother to announce it.

Meanwhile, I know of at least two people with plans to integrate the faster RWTs ProDOS uses into their enhanced DOS 3.3 packages. Have you seen the latest ads for David-DOS? Dave Weston compares the speeds of his fast DOS with DOS 3.3 and Pro-DOS. Guess what ... Pro-DOS doesn't win.

Unless you MUST have file compatibility with Apple /// SOS; or you MUST have hard hard-disk support for very large files; or you MUST have a hierarchical file directory; then stick with DOS 3.3, enhanced by Dave, or Bill Basham, or Art Schumer, or others. And if you MUST have at least 32K of program space with Applesoft; or you MUST have Integer BASIC support; or you MUST have compatibility with hundreds of existing software products; then stick with DOS 3.3.

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